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Instruction Booklet

NINTENDO 64

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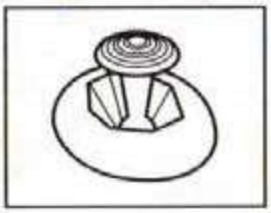
Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument. make sure not to spill liquids or place any foreign objects into it.

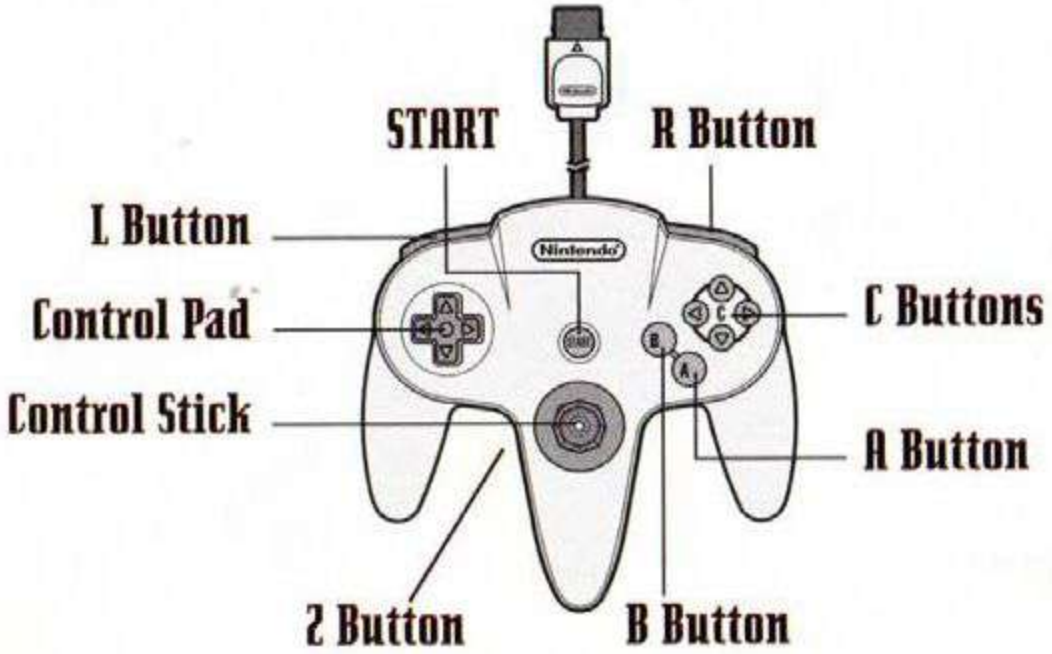
Getting Started

Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64.
2. Insert the LODE RUNNER™ 3D Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin LODE RUNNER™ 3D.

Note: If you want to save games, insert the N64 Controller Pak into the controller before starting play.

Controls



NAVIGATING MENUS

L+R Button

At the Game Select menu, pressing both these Buttons simultaneously clears the selected save game.

A Button

At a menu option, it selects the option highlighted.

B Button

While at a menu, it deselects the active option and returns to the previous menu.

C Buttons

Up and Down Buttons step through menu selections.

Control Stick

Steps through menu choices.

DURING GAMEPLAY

START
Pauses all action and brings up the Options menu.

R Button
Toggles the camera between the default camera and the Free Mode camera.

A Button
Activates the Monkish devices found by Lode Runner.

B Button
Pushing this causes Lode Runner to toss a bomb directly in front of him.

Z Button
Fires Lode Runner's laser pistol into the tile directly in front of him.

Control Stick
Controls Lode Runner's movement.

Note: When moving Lode Runner, all motion change is relative to the player, not Lode Runner. So, moving the Control Stick left, moves Lode Runner to the player's left, not Lode Runner's left.

CONTROLLING THE CAMERA

R Button
Toggles the camera between the Default camera and the Free Mode camera.

C Buttons
Moves the camera. When using the Default camera, once the Control Pad is released the camera returns to the default position.

Left Arrow
Pans the camera left

Up
Zooms the camera in.

Right Arrow
Pans the camera right.

Down
Zooms the camera out.

The Story

To: Lode Runner 1310Z-19092098
From: Federated Defense Council

LR Command has discovered that the mad Emperor Monk of Pandora is behind the loss of the gold shipments from the Out-Sectors. These losses must be stopped! A specially modified LR-29 combat transport is being rigged with a long-range cargo pod for this mission.

Agents have discovered the location of one of the Emperor's hidden storage sites. Use the captured data to enter the Pandora system. Find and capture our stolen gold. Should you get the chance, destroy the Emperor himself.

Lode Runner, your orders are to:

1) Enter the Emperor's realm.
2) Recover our stolen gold.
3) Eliminate the Emperor Monk!
4) Return to Earth alive.

Good Luck!

The rich Out-Sector Colonies are being raided by the mad Emperor Monk of Pandora. Staging from secret bases scattered throughout his home system, the Emperor has been hijacking the gold shipments that are vital to the free systems. As their economies deteriorate and massive recession threatens, the Federated Hegemonies turn to the Lode Runners.

Faced with this crisis, Lode Runner Special Intelligence is soon able to recover vital access codes and navigational information from a wrecked raid ship of the Emperor's. Because of strong conventional defenses, a full fleet action would result in massive casualties, so a bold and daring plan is hatched.

A lone combat cargo shuttle will enter the Emperor's system. Disguised as a rogue trade ship, it will use the captured information to infiltrate the Outer Defense Grid. Once at the enemy base, the heroic volunteer manning the ship is to enter, search for and seize the information needed to proceed deeper into the Emperor's realm. Every opportunity will be used to recover the missing gold. And if he can be found, the mad Emperor himself is to be cornered and destroyed.

Starting the Game

At the Startup Screen, press the A Button to begin the game.

The player guides Lode Runner through five game worlds. Each world has five stages, each containing four levels and a hidden bonus level. Once on a level, Lode Runner must make his way through a maze of paths while collecting sufficient Gold to open a portal which leads to the next level. To gain entry to a new world, Lode Runner must collect five pieces of a Navigation Card. At the climax of the game, Lode Runner must face the power that controls all these worlds before his mission can be termed a success.

GAME SELECT

Saved games are loaded at this screen. There are four saved game slots available, labeled Game 1 through Game 4. Saved games display the score and the number of remaining lives. Use the Control Stick to move between the four games. Press the A Button to load the desired game. Pressing the L and R Button simultaneously while a game is selected erases that saved game. The player is given a chance to save the game every time Lode Runner finishes a stage.

WORLD SELECT

Loading a game sends the player to the bridge of Lode Runner's ship. Once Lode Runner is seated, the Control Stick is used to cycle through the five game worlds, each with its own unique environment. When the desired world is found, press the A Button to select it. If Lode Runner has met the requirements for entry to that world (collection of five navigation pieces from the previous world), the game moves to the Stage Select screen.

STAGE SELECT

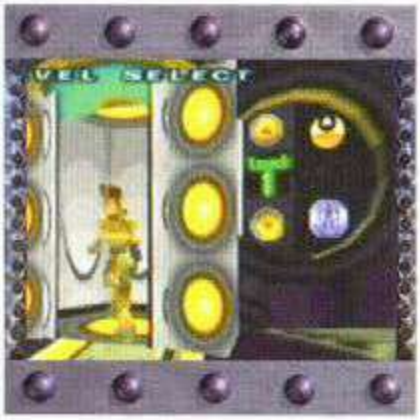
Once a world has been selected, Lode Runner then flies his ship to a docking base over that world. Once docked, he enters a vast control room built by the Monks (each world has its own control room). Every control room has five transit booths arranged on a rising, spiral catwalk. Each numbered transit booth represents one of that world's stages. When Lode Runner steps in front of a transit booth, it opens automatically. Lode Runner then steps inside. As soon as Lode Runner is inside, a read out panel activates and shows the destination level. Use the UP / DOWN C Buttons to change the destination level. All previously completed levels are available to the player. The booth's data display also shows some information about the selected level. If a Gold Icon is being displayed, there is still some unrecovered Gold on that level. A Gem indicates a Bonus Level. A Life Icon shows that there is a new life powerup on the level. If the icon has a check mark overlaid, it means that all of that type of item has been recovered from that level.

Each stage has four levels and a hidden Bonus Level which is revealed upon collection of a Gem. Once beaten, levels can be replayed, but the previously collected Gold is no longer present. Bonus Levels cannot be accessed from the Stage Select area.

When a level is started, it is frozen. Nothing will happen until the A, B, Z Buttons or the Control Stick is used. None of the camera controls start the action, this allows the player to examine the level. Once the level is triggered, everything starts moving normally.

Data Console

In each of the control rooms is a Data Console. This lets the player check his progress through the various worlds that make up Pandora's system. It also has data readouts on all the Monkish devices that can be found in each of the worlds. When Lode Runner moves in front of the Data Console, pressing the A Button starts the data display process, which brings up four choices on the console:



GAME STATUS

This shows Lode Runner's progress at the world level. Three items are tracked for each of the five game worlds: Gold, Gems and Life. The player is told what percentage of each has been recovered. 0% will be displayed If no items of that type have been collected. For example:

World	Gold	Gems	Life
1	90%	10%	20%
2	50%	70%	80%
3	30%	0%	40%
4	0%	0%	0%
5	0%	0%	0%

WORLD STATUS

World Status shows Lode Runner's success on the various stages of a world. The same three items from the Game Status screen are tracked here but is done so on a stage by stage basis rather than by worlds. For example:

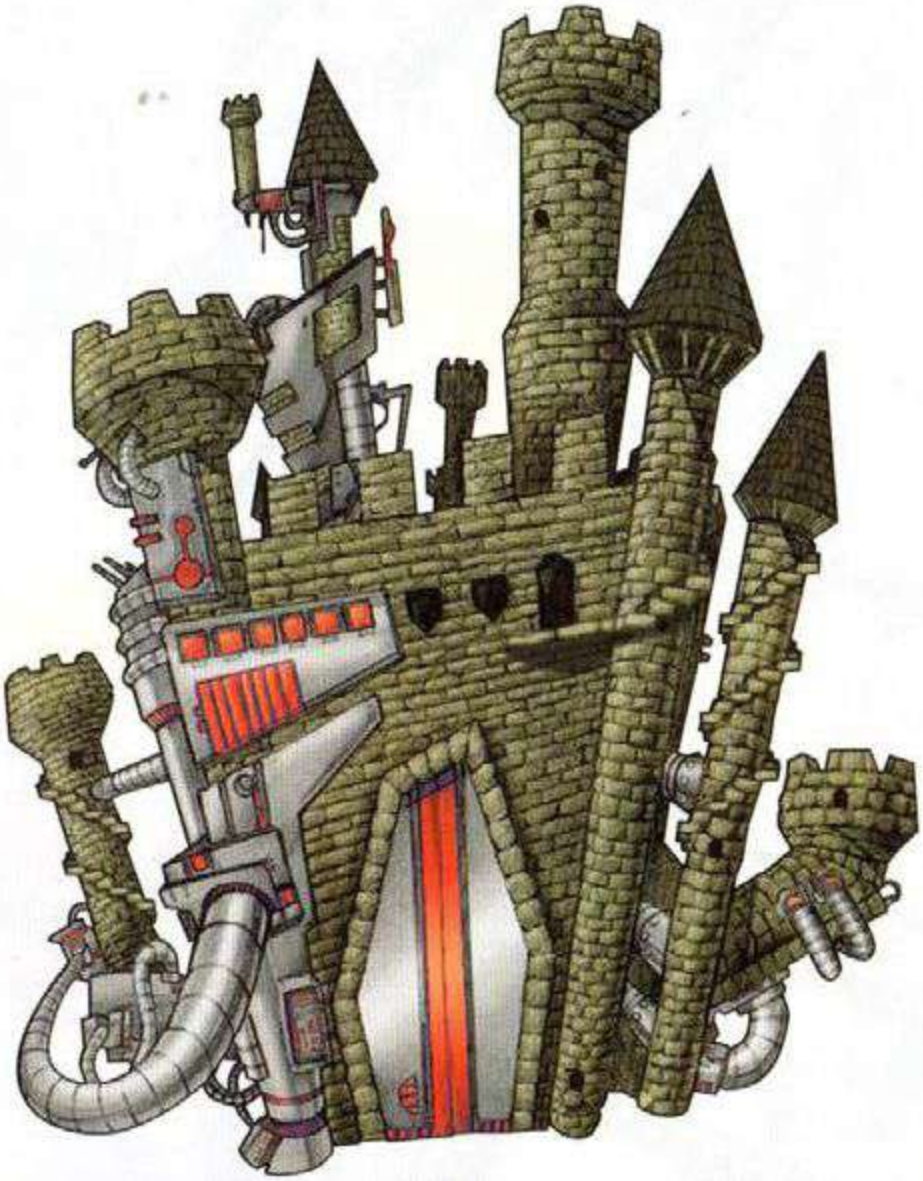
Stage	Gold	Gems	Life
1	80%	20%	30%
2	40%	80%	10%
3	70%	20%	90%
4	50%	10%	80%
5	0%	0%	0%

GALLERY

The Gallery catalogs all the devices of the Monks of Pandora. When this selection is brought up, a list of devices unique to each world is displayed. By using the Control Stick, the player can step through the list. Pressing the A Button displays a short description of the selected item. Behind the text is displayed the 3D model of that item.

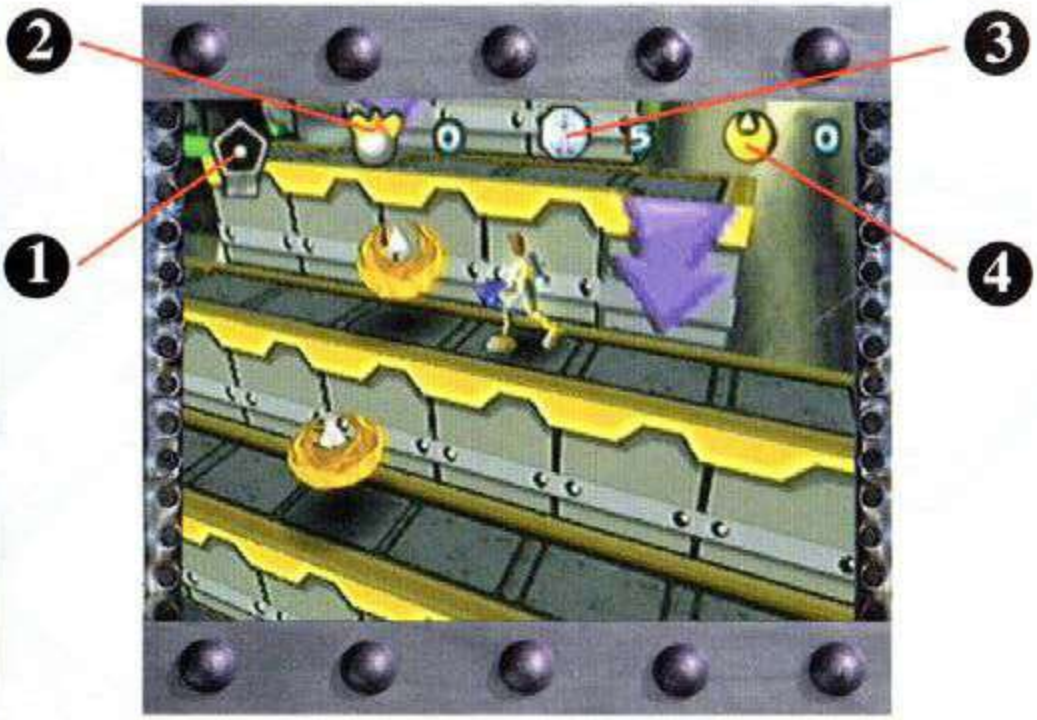
RETURN TO HUB

This option will return to the hub where Lode Runner waits.



Game Interface

At the top of the screen are four status icons which are only displayed at appropriate times during play. They are all displayed when the game is paused.



1. The Navigation Card Icon is divided into five sections. When a Navigation Piece is collected, this icon appears briefly with the appropriate number of sections filled. Five pieces must be collected to gain next world access.

2. The Bomb Icon has a corresponding number showing the number of Bombs collected. This icon remains visible as long as Lode Runner has a Bomb.

3. The Extra Lives Icon has a corresponding number showing the number of Extra Lives collected. This icon appears briefly when a Life has been collected and at Level Start.

4. The Gold Icon has a corresponding number showing the number of gold pieces collected. This icon appears briefly when a gold piece has been collected.

IN-GAME OPTIONS MENU

When START is pressed during gameplay, the game is paused, and a list of options and game information is brought up over the game. Moving the Control Stick up or down moves the selection highlight up and down the list.

Resume Game
Resumes the game where it was paused.

Restart Level
Pressing the A Button while this is highlighted restarts the level currently being played. Any Gold gathered from the level is lost.

Select World
Returns to the ship's bridge. A new world can then be selected.

Select Level
Returns to the base control room where a new stage / level can be chosen.

Music Volume
This sets the volume level of the background music.

Effect Volume
This sets the volume level of the effects.

At the bottom of the screen is your collected Gold. The Gold count is split between the total Gold collected from all the other levels plus the Gold collected so far from the current level. Once Lode Runner successfully exits the level, the level Gold is added to the total.

BONUS LEVELS

Some of the game levels contain special Gems. Immediately after Lode Runner picks up one of these Gems, a hidden exit that leads to a Bonus Level is revealed. Bonus Levels contain no Gold, but instead contain numerous extra lives. Once a Bonus Level is finished, the player returns to the original level. Once a specific Gem has been used, it is removed from the game. However, some Bonus Levels have multiple Gems tied to them. Because of the nature of the Bonus Levels, there is always an escape exit provided. When Lode Runner dies on a Bonus Level, he retains the extra lives collected and a life is not deducted from his total.

In-Game Hints

A set of special automatically activated HINT icons has been implemented. During the first stage of World 1, whenever Lode Runner comes to a place where he can use the A, B and Z Buttons, a flashing icon of that Button appears in the lower part of the screen. These only appear when Lode Runner is adjacent to the spot where they can be used. This should enhance player awareness of when Lode Runner can interact with his environment without having to use text messages.

In the stage select Control Room, the A Button, along with the UP/DOWN Buttons on the C Pad, have associated hint icons that flash whenever Lode Runner is in a position to use those Buttons.

Additional hints on gameplay are provided by the demo sequences played at the very start of the game.

CAMERA NOTES

The size and complexity of some of the puzzles, coupled with the 3D nature of the game, means that establishing an unobstructed view of the playing area can be difficult. Thus, we use several different types of camera, each with their own rules. Every level is assigned whichever one best allows the player to complete the level. We have also given the player the option of putting the camera into Free Mode.

Free Mode lets the player set the camera position. Use the Controller Buttons to move the camera into a new position. Once set, the camera maintains the same angle and distance to Lode Runner as he moves about the level. Use the Control Pad and C Buttons as described in the CONTROLS section on pages 3-4 to position the camera.

The Game Worlds

Lode Runner can interact with a number of physical devices that are scattered throughout the five worlds:

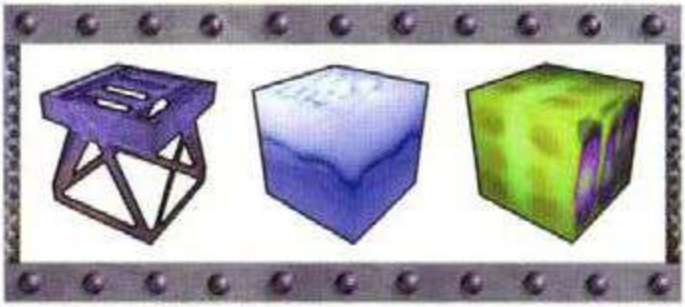
Lode Runner can encounter the following items in all Worlds:

Destructible Tiles

The blaster carried by Lode Runner can destroy these unstable pathways. Bombs, Drill Bits, Brunswicks, and the Emperor's Electric Pulse also can destroy destructible tiles, which grow back in eight seconds. The tile sides with downward pointing arrows mark an edge that can be jumped off of.

Indestructible Tiles

These Hyper-solid pathways can not be harmed, even by bombs.The Tile sides with downward pointing arrows mark an edge that can be jumped off of.



Catwalk, Avalanche, and Double-Blast Tiles

Worlds 2,3, and 4 have local Specialized Tiles. These can be very dangerous.

Gold

You need to collect these to open an exit. Gold is sometimes hidden in unstable tiles.

Unstable Gold

This type of Gold has the same value as basic Gold, but it's less spatially stable so it will always fall until it lands on a pathway.

Navigation Card

Lode Runner has to obtain five Navigation Pieces to gain next world access.

Navigation Piece

Five of these pieces complete a Navigation Card.

Bomb

Quantum-Imploders are capable of destroying nearby destructible tiles. They are also quite deadly to anyone near them when they go off. They are dropped using the B Button. Three seconds later, the bomb explodes.

Transfer Portal

These Transfer Portals make travel between the Monk's storage zones possible. Until a minimum amount of Gold is removed from the level, the Portal remains sealed. (The number floating within the Portal shows the required amount of Gold.)

Gem

Like Gold, Gems float above the pathway or are found buried within a destructible tile. Gems open the Portals that lead to hidden levels.

Bonus Level Transfer Portal

A high security version of the Transfer Portal. Until a special key is found, the portal remains folded into sub-space. These are used to restrict access to the Monk's special storage zones.

Extra Life

High-Energy metals have been used by the Monks for decades to store the life energies of their victims. When picked up by Lode Runner, he is able to tap into the potential energy to heal himself.

Red Monk

Enemies of Lode Runner.

Flying Monks

Enemies of Lode Runner that are capable of flying.

World 1: Mountains of Madness

Gameplay begins with the docking of Lode Runner's ship at the World 1 Base. This world represents the metal gantries and scaffolding of the Monk's most recent mining operation. Lode Runner must fight his way past the Monks that surround the main landing field of Pandora.

Helix Lift

Using Phased-Helical energies, the Monks are able to create elevator-like contraptions. Riders can jump off whenever there is a tile to land on. These lifts are active for only a short time. While active, Monks can also use them.

Shuttle Disk

Energized Planiar Force Effects are used by the Monks to create platforms that move between the scattered areas of their storage zones. This allows passengers to fly through the air.

World 2: Furnace of Despair

Once free of the outer defenses on World 1, Lode Runner must contend with the massive refinery complex of Pandora. Here, the crude steam and petrochemical plants of the Monks provide the power needed to run the primary defense systems of their system.

Bit Launcher and Drill Bit

The Drill Bit is a robot drill capable of boring through the less stable areas of the pathways. Years of neglect have corrupted their circuits to the point where they are a danger to all. Once set in motion, the Drill Bit cuts through unstable tiles and destroys any creature it encounters. These Drill Bits can even ride up Helix Lifts. A Drill Bit can only be destroyed by another drill bit.

Cable Disk

The knowledge of how to build and maintain the Shuttle Disks was lost by the Monks, so they took to building these cruder transport devices.The Cable Disk works much like the Shuttle Disk, except that it follows a rail and must return to its original location before it can be activated again.

Capped Well

Capped Wells were once used to vent off the magmic energy caused by the Monk's mining efforts. Now, left to run wild, they are a constant hazard. Their continual flame superheats anything coming into contact with it, the results of which are quite fatal. Except at Level Start, only one Capped Well can be active at any time. Activating a Capped Well deactivates all others.

Steam Lift

The Monk's insane cleverness has led them to harness the exhaust gases of their mines to serve as an elevator system for their storage areas.

World 3: Frozen Doom

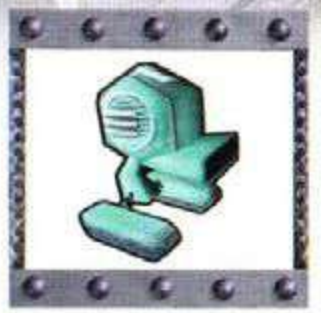
After fighting his way through the fiery environment of World 2, Lode Runner next plunges into the frozen wastes of World 3.

Ice Slide

One more of the Monk's strange transport devices. Its rider is whisked from one part of a storage zone to another.

Snow Maker

One of the Monk's robotic repair devices. Its poorly designed programming makes it dangerous to be around, but it can repair some of the broken pathways found in a storage zone.



Ice Lift

A Monkish ice making device that's used as an elevator. It leaves behind a solid pillar of ice that self-destructs after a short amount of time.

Tele-Freezer

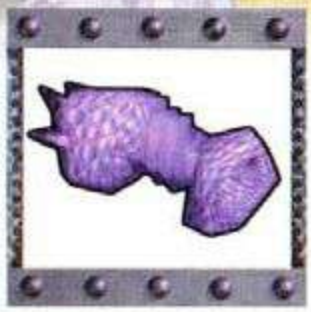
Molecular Transceivers are yet another mad device of the Monks. They are used to move about within the storage zones.

World 4: Bio-Hazard

Once out of the frozen wastes of World 3, the mutated bio-hazards of the Monk's failed experiments must be faced.

Grow Riser

Hyper-growth hormones have let the Monks create several bizarre creatures. This one is used to hoist a rider to great heights. The Grow Riser leaves behind a coral-like shaft that slowly dissolves.



Attack Bridge

A mindless, poorly tamed creature used to guard important storage zones. They automatically attack when a creature stands at the target point. It reaches out and destroys the offending creature. However, after their attack mode has been manually triggered, they become rigid and can be used to cross in to isolated parts of a storage zone. An extended Attack Bridge retracts if a blaster or bomb is used on it.

Tele-Cloner

Another version of the Monkish Molecular Transceiver. This one is an outgrowth of their experiments with bio-mechanics.

World 5: Emperor's Keep

Success only brings Lode Runner face to face with the dangers of the Emperor's central citadel on World 5. Its devilish booby-traps are designed to wear any intruders down before they come face to face with the Emperor himself.

Rubble Riser

A crude device that extrudes quick setting stone. It's used as a lift platform to reach inaccessible areas in a storage zone. The unstable nature of the Monk's handiwork means that after a few seconds, the stone-like shaft begins to crumble.

Remote Switch

This little device is used to remotely trigger some of the more nasty devices found in the storage zones.

Brunswick

As the Monk's ability to use sophisticated equipment vanished, they fell back on crude substitutes. Dropping big rocks on people is as crude as it gets. It also works. Once a Brunswick is sent on its way, the launcher slowly reloads and can soon send another immense boulder crashing down the path.

Plasma Launcher

A simple torsion device, that when coupled with nuclear waste, results in a nasty booby-trap. When the plasma waste strikes an overhead tile, a wave of deadly heat ripples out along the entire path.

Emperor Monk

Lode Runner must face the power that controls all these worlds before his mission can be considered a success.

General Tips

Use the camera to examine a level before moving. The pan Buttons allow the level to be examined from different angles. Use the Free Mode camera to select a good angle for the level before playing.

Lode Runner often needs to blast through several levels of tiles. To do this, destroy one tile for each level you wish to descend. For example, if you want to blast down though three levels you need to destroy at least three tiles before dropping down. Be quick, or the tiles will grow back before you can complete the operation.

To quickly blast down several levels, use bombs. Toss a bomb and wait about one second before tossing another. The first bomb's explosion clears away some tiles and allows the second bomb to drop to the next level and explode. Sometimes it's necessary to drop a bomb and then run over it to safety. When using bombs, back up at least one tile after dropping the bomb to avoid the explosion.

Exploding bombs cause nearby bombs to explode.

Bombs reappear at their source after being used. If you make a mistake with a bomb, run back and try to get another.

Use bombs to destroy obstacles in the path. Remember that the laser destroys only the tile immediately in front of and below Lode Runner.

You can activate the Helix Lift and quickly move out of it. Face it and drop a bomb into the lift. The bomb will rise up and explode.

Monks fall into holes created when Lode Runner destroys tiles. Lode Runner can then run safely over the Monks while they are in the hole.

If you become trapped and cannot continue, press START and RESTART LEVEL. The level will then restart.

Monks will pick up Gold and carry it around. If a Monk is destroyed, it will drop any Gold it's carrying.

Tile edges where Lode Runner can drop down to lower levels are marked with an arrow.

Lode Runner can use the fact that Drill Bits can ride Helix Lifts upwards to carefully direct the Drill Bit to higher areas of the level.

Notes

Credits

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Technical Support:

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www.loderunner3d.com

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  Customer Service Department
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  San Jose, CA 95113

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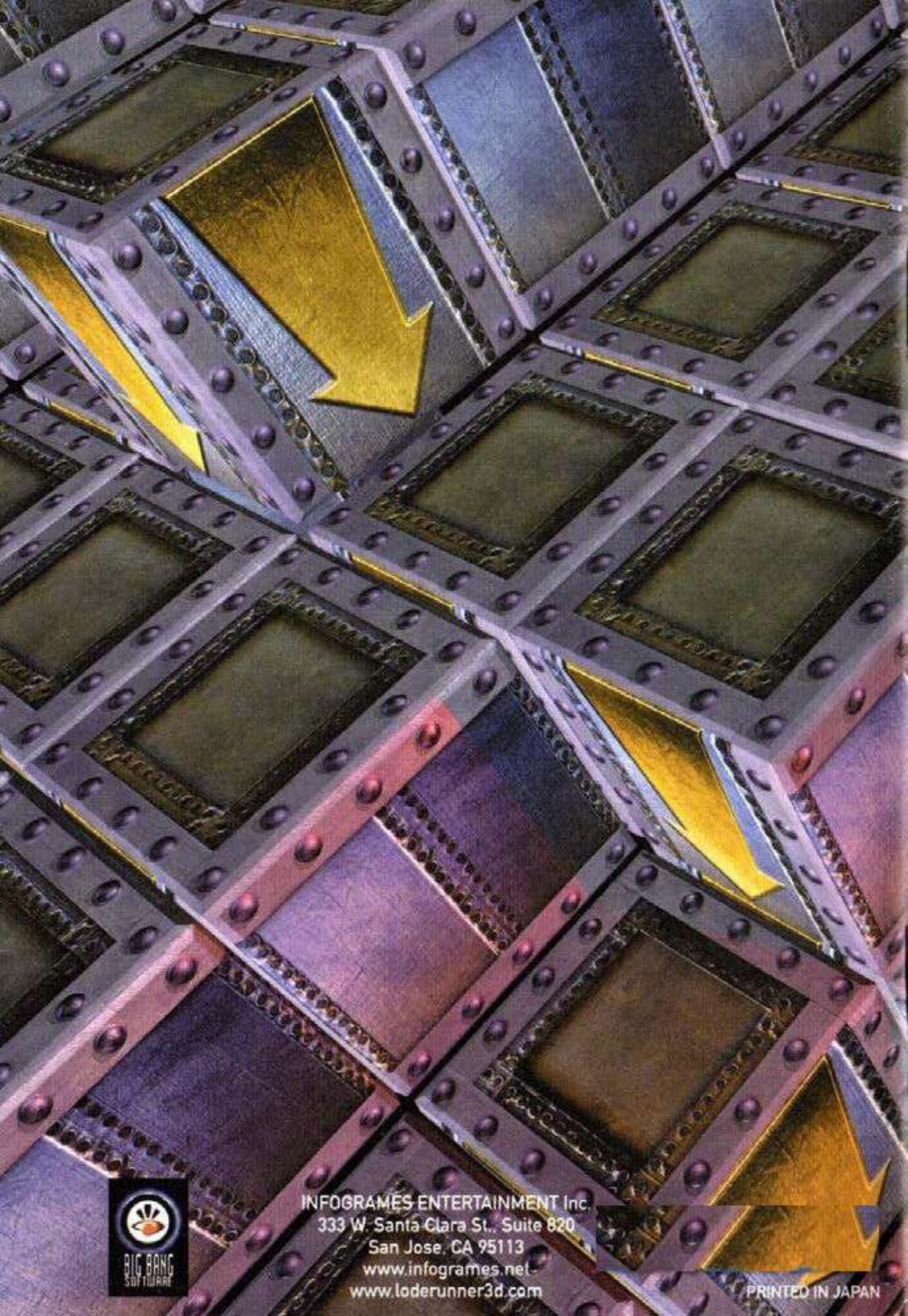

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